

# TICKLE CRABS



Chase Dad across the game to see which Tickle Crab can make him giggle the most.

You will need: • 1 or 2 players • a dice  
• pencil & eraser • a grown-up to help

**START**

Place Bluey and Bingo here.



**31 FINISH**

No more tickling for Dad!



**30**

**29**

Mum's here to help. Move on 1 space.



**TICKLE!**



**18**

**1**



**2**

Uh-oh! Dad's brought the tickle crabs back from the beach. Move to the first tickle space!

**TICKLE!**

**13**



**15**

**16**

Glued to the wall. Miss a go!

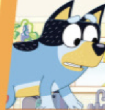
**12**



**TICKLE!**

**11**

**10**



**9**

**3**

**4**

**5**

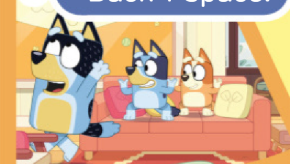


**6**

**TICKLE!**

**7**

Dad's escaped. Back 1 space.



# HOW TO PLAY

**1** Cut out your counters and place them at the start. Decide who wants to be Bluey and who wants to be Bingo.

**2** Take turns to roll the dice. If you land on a tickle square, tickle Dad! **Stop** and **colour** in one part of your Giggle-o-meter.

**3** The game ends when both players reach the finish. The winner is the player who has coloured in the most spaces on their Giggle-o-meter.

**CUT OUT YOUR COUNTERS.**  
(Read the next page first!)



Fold back to stand  
**PLAYER 1**



Fold back to stand  
**PLAYER 2**

**TICKLE!**

**28**

**27**

**26**

**19**

Trapped in the car.  
Back to 16.

**20**

**TICKLE!**

**21**

**25**

Dad's thrown the crabs back into the sea. Back 3 spaces.

**24**

**TICKLE!**

**23**

**22**

**GIGGLE-O-METER**

**HIGH**

**HIGH**

**LOW**

**LOW**

**BLUEY**

**BINGO**

**TOP TIP**

Use a pencil to colour so you can rub it out and play again.